

## **II. AMENDMENTS TO THE DRAWINGS**

The attached Replacement Sheet of drawing figures includes changes to Fig 7. by changing "Saturn" to "Scorpion" in the illustrated trading card 20c.

## **V. REMARKS**

The drawing figures are objected to. The attached Replacement Sheet of Drawings obviates the objection for the reasons set forth above. Withdrawal of the objection is respectfully requested.

The Abstract of the Disclosure is objected to. A substitute Abstract of the disclosure is filed herewith in clean form on a separate sheet to overcome the objection. Withdrawal of the objection is respectfully requested.

The specification is objected to because of informalities. The specification is amended as suggested by the Examiner to obviate the objection. Withdrawal of the objection is respectfully requested.

Claim 8 is objected to because of an informality. The claim is amended to obviate the objection. Withdrawal of the objection is respectfully requested.

Claim 4 is rejected under 35 USC 112, first paragraph, for allegedly failing to comply with the written description requirement. Claim 4 is canceled and, as a result, the rejection as applied thereto is now moot.

Claim 1 is rejected under 35 USC 112, second paragraph, as allegedly being indefinite for failing to particularly point out and distinctly claim the subject matter of the invention. It is believed that the claim is amended to obviate the rejection. It is respectfully submitted that it is now clear regarding "payout means" and "data reading means" by the above amendment. Furthermore, it is mentioned that "the controller and reader/writer 50 function as means for reading the character data from the trading card" in page 16, lines 21 and 22. Withdrawal of the rejection is respectfully requested.

Claims 1, 2, 3, 5, 6 and 8 are rejected under 35 U.S.C. 102(b) as anticipated by Nakamura (U.S. Patent No. 6,468,162). The rejection is respectfully traversed.

Asked for Nakamura, writing (or printing) starts right after insertion of a coin as shown in Figures 8A and 8B. The game starts after that. Nakamura mentioned that "the player can play an accessory game (e.g., a character fighting game) during the time when the character information is being written into the memory

card or downloaded from the host machine all into the memory card" in column 11, lines 6-10.

Asked for the present invention, character data is not renewed (written or printed) right after the insertion of a coin. Besides, the character data is not renewed right after a game starts. But the character data is renewed under a specific status (prescribed conditions are satisfied in a game). Some, the character is not renewed if the status is not satisfied.

It is respectfully submitted that the claimed invention is different from Nakamura. Thus, it is respectfully submitted that the rejection is improper because the applied art fails to teach each and every element of the claims as amended. Thus, it is respectfully submitted that the claims are allowable over the applied art.

Withdrawal of the rejection is respectfully requested.

Claims 7 and 8 are rejected under 35 U.S.C. 102(b) as anticipated by Muroi (U.S. Patent Application Publication No. 2002/0052238). The rejection is respectfully traversed.

For Muroi, his purpose is to provide "an electronic game system which, in accordance with the progression of a game, it can very easily be write data recorded on a trading card" as mentioned in [0004] and Muroi. And according to Muroi, "even when the game is suspended on the way, the data at this suspended point can be stored on to recording medium". So, the data is renewed every time when the game is finished.

For the claimed invention, the character is not renewed every time when the game is finished. But it is renewed only when the above-mentioned status is satisfied.

Besides, Muroi does not mix a plurality of characters but it renews a single character.

Therefore, the claimed invention is different from Muroi. It is respectfully submitted that the rejection is improper because the applied art fails to teach each and every element of these claims. Thus, it is respectfully submitted that the claims are allowable over the applied art.

Further, Applicants assert that there are also reasons other than those set forth above why the pending claims are patentable. Applicants hereby reserve the right to submit those other reasons and to argue for the patentability of claims not explicitly addressed herein in future papers.

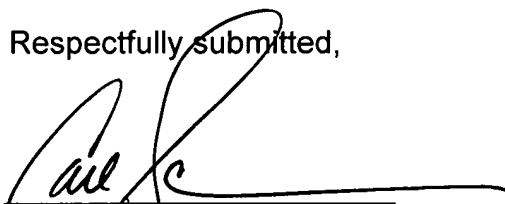
In view of the foregoing, reconsideration of the application and allowance of the pending claims are respectfully requested. Should the Examiner believe anything further is desirable in order to place the application in even better condition for allowance, the Examiner is invited to contact Applicants' representative at the telephone number listed below.

Should additional fees be necessary in connection with the filing of this paper or if a Petition for Extension of Time is required for timely acceptance of the same, the Commissioner is hereby authorized to charge Deposit Account No. 18-0013 for any such fees and Applicant(s) hereby petition for such extension of time.

Respectfully submitted,

Date: February 5, 2007

By:

  
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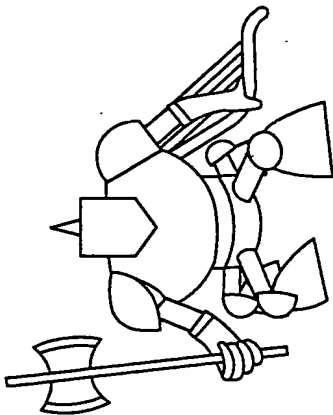
Enclosure(s):      Amendment Transmittal  
                            Petition for Extension of Time (one month)  
                            Annotated Sheet of Drawing Figured 7  
                            Replacement Sheet of Drawing Figured 7  
                            Abstract of the Disclosure

DC264307.DOC

Fig. 7

20a

**(A) Machine man**

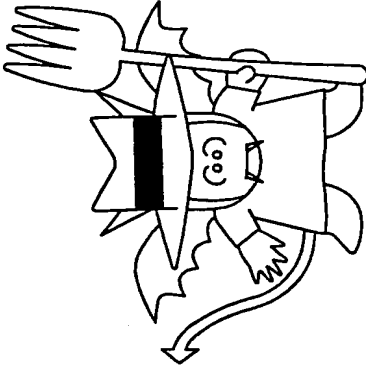


| Particular abilities |
|----------------------|
| Sword skill A        |
| Sword skill B        |

|                   |
|-------------------|
| Offense force: 31 |
| Defense force: 20 |
| Maximum HP: 32    |
| Maximum MP: 14    |

20b

**(B) Saturn**

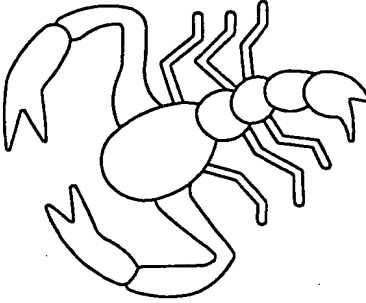


| Particular abilities |
|----------------------|
| Magic A              |
| Magic B              |
| Magic C              |

|                   |
|-------------------|
| Offense force: 18 |
| Defense force: 17 |
| Maximum HP: 16    |
| Maximum MP: 24    |

20c

**(C) ~~Saturn~~ Scorpion**



| Particular abilities |
|----------------------|
| Sword skill A        |
| Sword skill B        |
| Magic B              |
| Magic C              |
| Physical ability A   |
| Physical ability B   |

|                   |
|-------------------|
| Offense force: 25 |
| Defense force: 30 |
| Maximum HP: 15    |
| Maximum MP: 10    |